

WHITE
BOX
CLASSES
THE RAT

外伝

The Rat

You know the culture, denizens and exclusive locations people of the slums frequent. Brothels, Gang Headquarters and Guildhalls are your specialty. Unlike other “Rats”, you have been ordained by a God of the referee’s design to service a cause whether or not you believe in it. Pray and serve or be slaughtered. So this Deity has decreed.

Rat Class Abilities

Weapon/Armor Restrictions

Rats can only wield daggers and wear leather armor.

Spell Casting

Rats cast divine spells from the Clerical Spell List, as per the Rat Spell Advancement Table. Each day, the Rat makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Rats get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Rats possess an XP bonus like Clerics.

Rat Street Magic

Slick Tongue

You possess the ability to speak in any language of the slums once per day for 1d4 hours per day. When not active, you can only understand.

Copper Charm

You possess a small purse filled with infinite copper pieces. You can withdraw 32 copper pieces at once, unlimitedly. Good idea to keep this money pouch a secret!

Legend and Lore

Some of those who possess great knowledge of the slums of cities and villages say that the Rats were once powerful ganglords and kingpins that angered a malevolent deity by ordering a hit on one of his worshippers. Others believe these “street punks” were not gang leaders and are in fact the future leaders of the slums.

Skills

Rat’s Tongue

You demonstrate expertise in the reading, writing and speaking of Stealer Signs.

Street Knowledge

You possess knowledge of the location of Brothels, Headquarters of various Gangs, Guildhalls, Seedy Bars and Mercenary Camps throughout the popular villages and cities of the referee’s design.

Street Charm

You can charm people you converse with and easily acquire information.

Lockpick

You can easily pick simple locks.

Rat Mastery Abilities

Shadow Blend

When you have attained to a measure of power determined by the referee, you can, with a moments focus, blend into the darkness of shadows and are harder to detect.

Street Battler

By a measure of power, determined by the referee, you exhibit extraordinary skills in melee combat with or without weapons, having survived many street attacks.

Table 1: Rat Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2+1	+0	13
3	3,000	3	+1	12
4	6,000	3+1	+1	11
5	11,500	4	+2	10
6	23,500	4+1	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+4	7
9	192,000	6	+5	6
10	384,000	6+1	+6	5
11	640,000	7	+6	5
12	920,000	7+1	+7	5
13	1,240,000	8	+7	5
14	1,680,000	8+1	+8	5
15	2,286,000	9	+8	5

Table 2: Rat Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	5	5	5	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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